

# Planet Hoppers: Cathar

## Casualty of the Mandalorian Wars

*By Eric Cagle*

Come along with Planet Hoppers to take a virtual tour of the planets, moons, and other points of interest in the *Star Wars* galaxy. Learn about the geography, politics, creatures, and sentient beings that make these places perfect for adventure.

### Planet Features

**Region:** Expansion Region  
**Climate:** Temperate  
**Gravity:** Standard  
**Moons:** 1  
**Length of Day:** 24 standard hours  
**Length of Year:** 259 local days  
**Sapient Species:** 99% Cathar (native), 1% other species  
**Government:** Tribal  
**Capital:** None  
**Major Exports:** None  
**Major Imports:** Luxury goods, technology

Knowledge (galactic lore)

#### DC RESULT

- 10 The Cathar are a noble, yet warlike, species whose clans are governed by their elders. They are quick but relatively simple and easily angered.
- 15 Cathar society is built around large celebrations of their warriors. Their religion revolves around the blood hunt, in which individual Cathar battle entire hives of dangerous insects called kiltik.
- 20 Slavers capture female Cathar but deem males too violent and unpredictable to make decent slaves.
- 25 There are variable subspecies of Cathar that have different physical features. The Cathar have produced several notable Jedi.

The Cathar are sentients with an ancient and well-respected culture from the planet of Cathar. They are consummate hunters, trackers, and warriors, and they can claim many Jedi and other famous individuals in their history. The species has at least two known subspecies, the Juhani and Myr Rho, which are notably less catlike than the baseline species.

Over three thousand years before the Battle of Yavin, Cathar was attacked by the Mandalorians. After their orbital defenses were eliminated, the Cathar species was almost annihilated, with huge numbers taken as slaves. Some Cathar managed to escape and quickly spread throughout the galaxy -- the only thing that kept the race from becoming extinct. The Cathar eventually returned and repopulated their home planet around the time of the Clone Wars, although it never achieved the same splendor as before.



Cathar society is tribal, divided into clans that are led by elders. Each clan claims a copse of city-trees as its own, although some clans possess huge swaths of city-trees that stretch throughout the plains. Cathar mate for life, and their loyalty is such that if a Cathar's partner dies, he or she never engages in another relationship ever again. This thread of loyalty and honor can be found in all aspects of Cathar life.

## Ecology

Cathar is a temperate planet dominated by vast savannahs, open plains, and low, rough mountains. Instead of oceans, Cathar has two huge, shallow seas and numerous ponds, lakes, and marshlands. The largest of these plains is the Vast Veldt, a barren wasteland created by the appetites of beasts called the kiltik.

Scattered throughout the savannahs are strange and enormous trees that rise hundreds of meters into the air. These trees are large and sturdy enough to be hollowed out by the Cathar and used as dwellings. Cathar settlements are usually found where the city-trees are denser than normal, often near the edges of the plains, and follow along the routes of underground rivers. These trees are covered in elaborate friezes and bas relief etchings that depict important figures and moments of Cathar history. Every Cathar strives for the day when his own life will be immortalized on one of the city-trees.

Besides the Cathar, the most prolific and dangerous creatures on the planet are the kiltik. These giant beetlelike beasts were omnivorous and were responsible for razing vast swaths of Cathar with their voracious appetites. The Cathar hosted periodic hunts to eliminate as many of these pests as possible; these hunts were a vital part of Cathar society. After the Mandalorian Wars, it is thought that the kiltik were wiped out, although this has never been proven, and whole nests might remain underground.

### Kiltik

CL 13

Huge beast 14

**Init** +14; **Senses** low-light vision, Perception +8

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**Defenses** Ref 32 (flat-footed 30), Fort 34, Will 25  
**hp** 203; **DR** 5; **Threshold** 34

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**Speed** 8 squares

**Melee** bite +17 (2d6+14) or  
bite +19 (2d6+21) with Powerful Charge

**Base Atk** +10; **Grp** +27

**Atk Options** Power Attack, Powerful Charge, Trip

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**Abilities** Str 25, Dex 14, Con 30, Int 1, Wis 12, Cha 10

**Special Qualities** low-light vision

**Feats** Power Attack, Powerful Charge, Skill Training (Initiative, Stealth), Trip

**Skills** Climb +19, Initiative +14, Stealth +4

## Adventure Seeds

Here are some ways to incorporate Cathar into your adventures.

In an adventure set in the era immediately prior to the Mandalorian Wars, the heroes find themselves on Cathar just as the Mandalorians began their assault on the planet. Although repelling the Mandalorians is impossible, the heroes could help to get some of the Cathar safely off the planet -- as long as they can get back to their ship without getting blown up.

After being framed for a crime he didn't commit, the son of a rich and powerful Cathar noble heads into the Vast Veldt on a blood hunt to exterminate a hive of kiltik and regain his honor. After a week, his father asks the heroes to investigate and find out what happened to his son -- a horrible breach of the Cathar code of honor. Is it possible that the young Cathar slipped off the planet? Regardless, the heroes find themselves in the middle of a kiltik hive of angry drones.

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## About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** to *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.